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THE WORLD'S MOST WAY PAST COOL COMIC!
SONIC
THE HEDGEHOG
DIRECT EDITION

"YOU SAY YOU WANT A REVELATION?"

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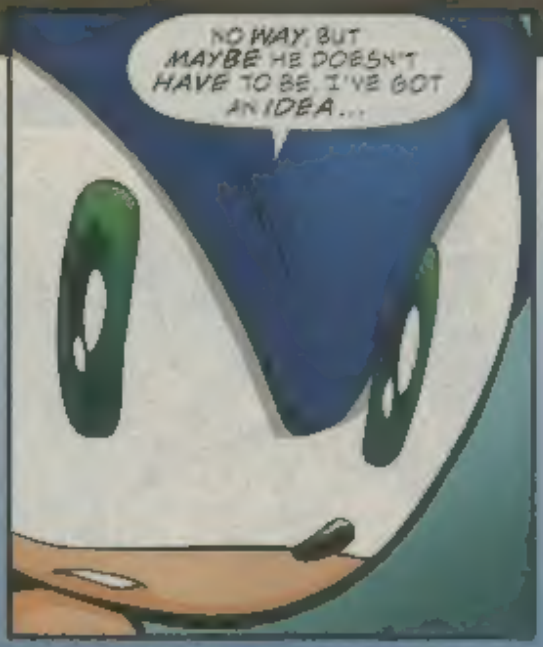

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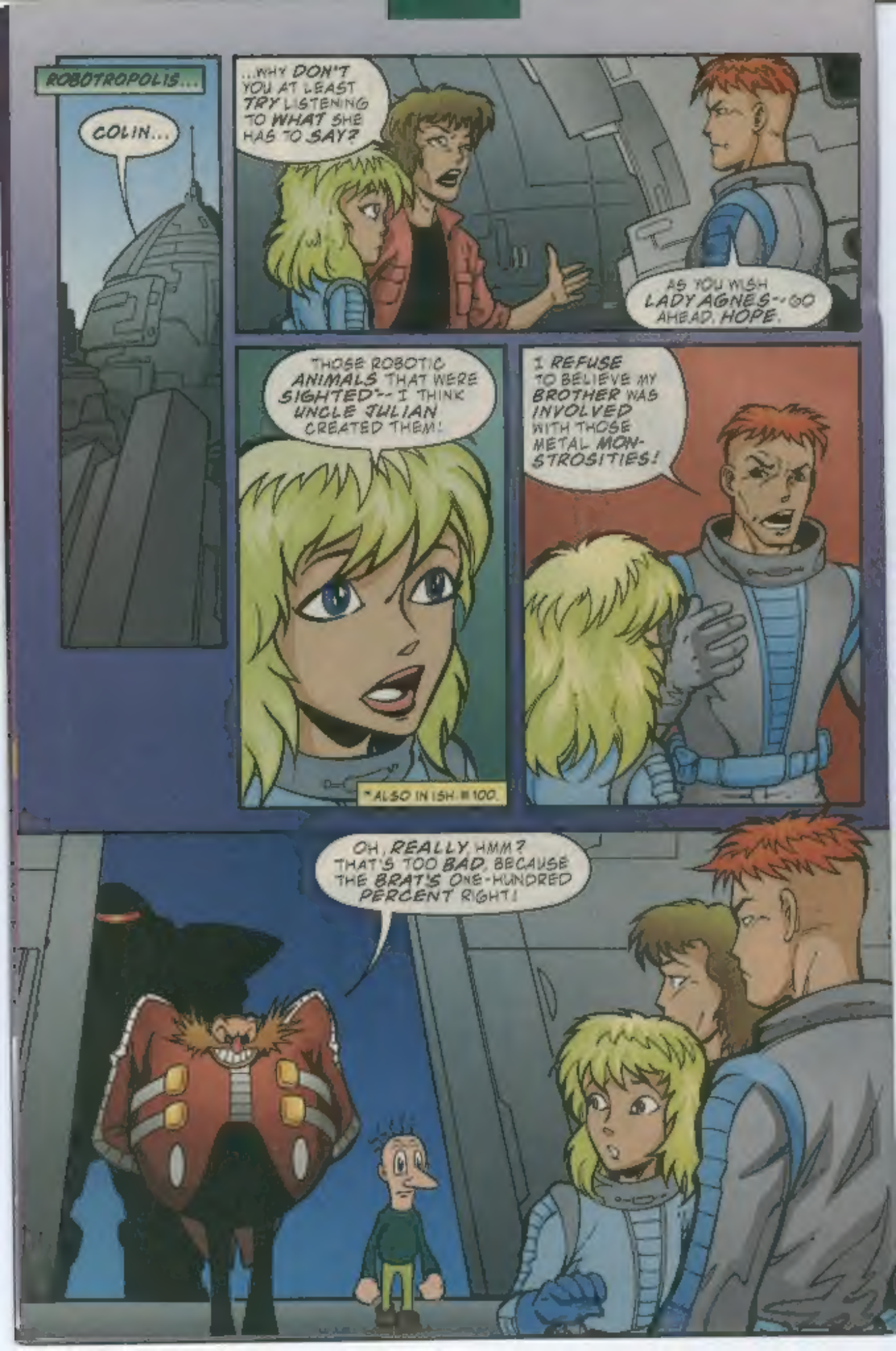
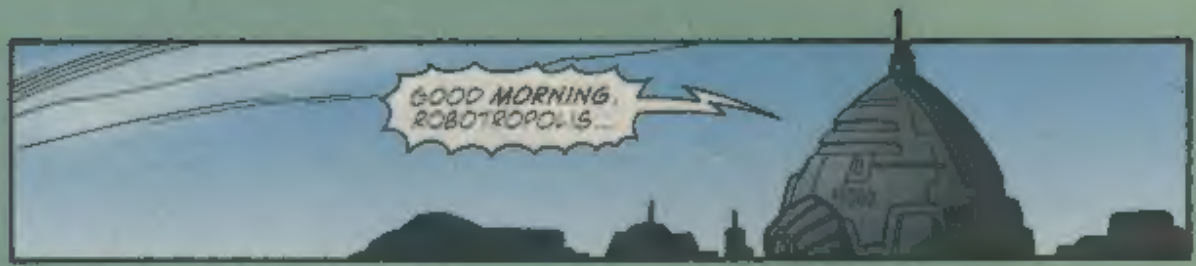

ROBOTROPOLIS...
COLIN...
...WHY DON'T YOU AT LEAST TRY LISTENING TO WHAT SHE HAS TO SAY?
AS YOU WISH LADY AGNES--GO AHEAD, HOPE.
THOSE ROBOTIC ANIMALS THAT WERE SIGHTED*-- I THINK UNCLE JULIAN CREATED THEM!
*ALSO IN ISH #100.
I REFUSE TO BELIEVE MY BROTHER WAS INVOLVED WITH THOSE METAL MONSTROSITIES!
OH, REALLY, HMM? THAT'S TOO BAD, BECAUSE THE BRAT'S ONE-HUNDRED PERCENT RIGHT!

CASTLE ACORN...
YO! ANYBODY HOME? WE'RE HERE TO SEE PRINCE ELIAS!
WHAT'S THIS ABOUT?
ROBOTNIK-- WHO ELSE?
ELSEWHERE IN THE CASTLE...
I DROVE HIM AWAY, ALICIA, AND NOW ELIAS IS GONE.
YOU MUSTN'T BLAME YOURSELF MAX...
THEN WHO--?
YOUR HIGHNESS, YOU HAVE VISITORS-- SONIC THE HEDGEHOG, SIR CHARLES, AND TAILS.


GOOD MORNING, ROBOTROPOLIS...

...THIS IS YOUR ESTEEMED LEADER, JULIAN KINTOBOR. THOUGH, I PREFER THE TITLE DOCTOR ROBOTNIK!

EXCUSE THE IMPROMPTU BROADCAST, BUT I'VE GOT SOME BAD NEWS!
YOU'RE ALL SUFFERING FROM TOXIC WASTE POISONING...

...AND WITHOUT PROPER TREATMENT, YOUR CHANCES FOR SURVIVAL ARE SLIM TO ZERO!

J-JULIAN...IF WHAT YOU'RE SAYING IS TRUE...

...D-DOESN'T THAT MEAN YOU'RE AFFECTED TOO?

AH CONTRAIRE, MON FRERE! BECAUSE I'M A BEING OF MESH AND CIRCUITRY, I AM IMMUNE!
WITH A SIMPLE TOUCH, I CAN MAKE YOU LIKE ME... INVINCIBLE.
HO! HO! HO! AM I? SHADOW-BOTS--
YOU'RE CRAZY!
--GATHER EVERYONE FOR IMMEDIATE ROBOT-IZATION! IT'S FOR THEIR OWN GOOD!
YOU HAD A HAND IN THIS?! MY OWN SON?! WHY?!
CONSIDER IT THE REVENGE OF AN INTELLECT YOU NEVER FULLY APPRECIATED!
YOU SHOULDN'T HAVE DONE THAT!
YOU DID THIS, JULIAN! AND I'M GOING TO MAKE YOU--
KLONG
COLIN... NO... RUN, HOPE! RUN!!

MEANWHILE...
COME AGAIN SIR CHARLES?

YOU HEARD ME RIGHT THE FIRST TIME, SIRE--ROBOTNIK CAN NOW ROBOTICIZE SOMEONE SIMPLY BY TOUCHING THEM!

UNCLE NATE...

WAITASEC, SIRE! IF NATE'S BEEN ROBOTICIZED...

...COULDN'T THE SWORD OF ACORNS RESTORE HIS FREE WILL?*
PERHAPS, BUT THE ONLY INDIVIDUALS TO EVER WEILD THE SWORD IN SUCH A WAY ARE MYSELF AND--
*THE SAME WAY IT RESTORED THE ROBOTICIZED NOBIANS IN ISH. # 100

ME.
AND TO OBTAIN NATE'S FREEDOM, I'D GLADLY DO SO ONCE MORE!
THAT'S PREPOSTEROUS.
NOW MAX...
DAD, IF YOU HAD TRUSTED ME FROM THE START, MAYBE ELIAS WOULDN'T HAVE RUN AWAY.
NOW HE'S GONE, BUT MAYBE WE CAN STILL BRING BACK NATE...OKAY?
DON'T WORRY, DAD... I WON'T LET YOU DOWN.
MAKE IT SO.
AND SALLY? HAVE SONIC ESCORT YOU...
ALL RIGHT...

AWWWW... SHUCKS... I WANTED TO GO TOO!
MAYBE NEXT TIME, KIDDO!
NAT TO GO PRINCESS! YOU REALLY STOOD UP TO THE K-MAN!
UHHH... YEAH.
SAL, DID I DO SOMETHING WRONG?
PRINCESS SALLY!
THANK YOU! THANK YOU! THANK YOU EVER SO MUCH FOR FREEING MY MOMMA FROM ROBOTNIK!"
*SEE ISH #100 AGAIN!
G'BYE!

COME NOW, HOPE... DON'T YOU TRUST YOUR MANIACAL GENIUS UNCLE?

YOUR STEPFATHER COLIN AND YOUR GRANDMOTHER DON'T CARE ABOUT YOU...

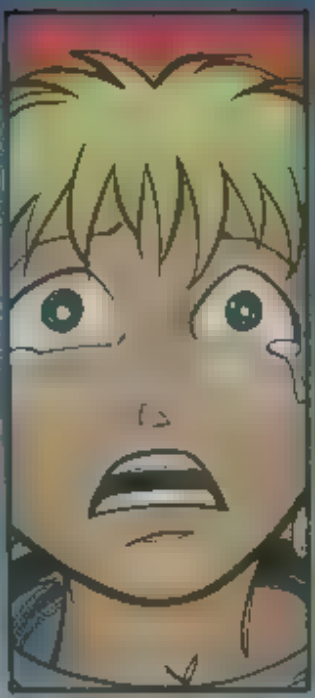
...OR ELSE THEY'D REALIZE THAT I'M MERELY TRYING TO REMEDY A BAD SITUATION!
SURRENDER CHILD... AND I'LL SPARE LADY AGNES!

GRANDMA...?

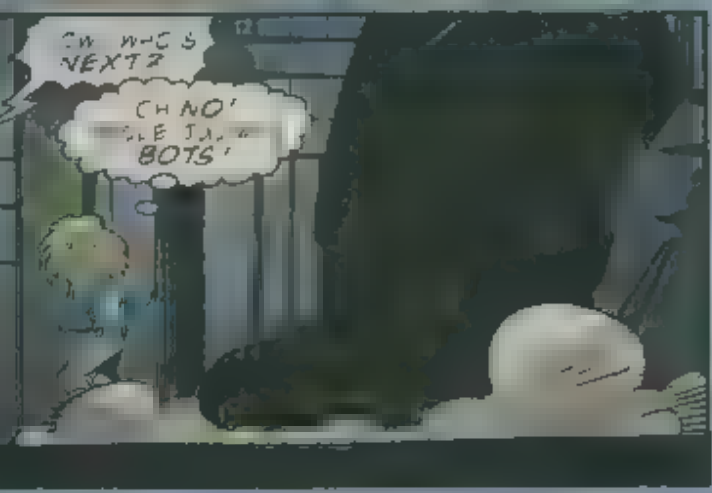
NO, HOPE! DON'T LISTEN TO HIM!

I'M SORRY GRANDMA... BUT I DON'T HAVE A CHOICE. NOT WHILE YOU'RE IN DANGER.
I COULDN'T HAVE SAID IT BETTER MYSELF!

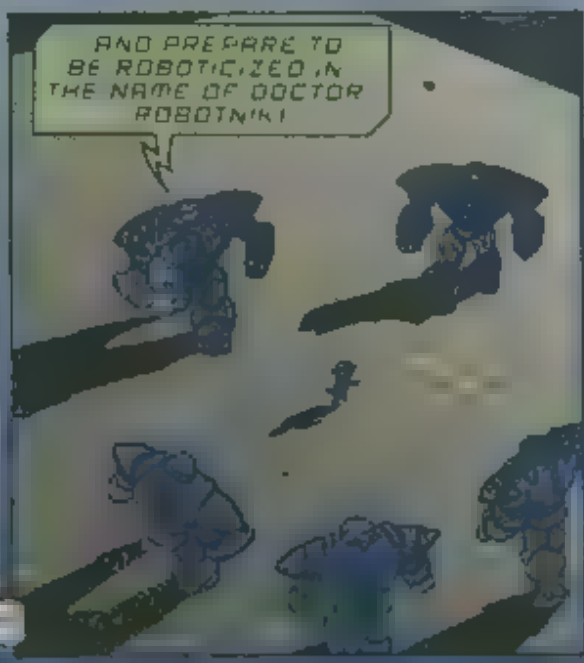
LOVE



NOOOO!


WHO'S NEXT?
OH NO! THE JAN BOTS!

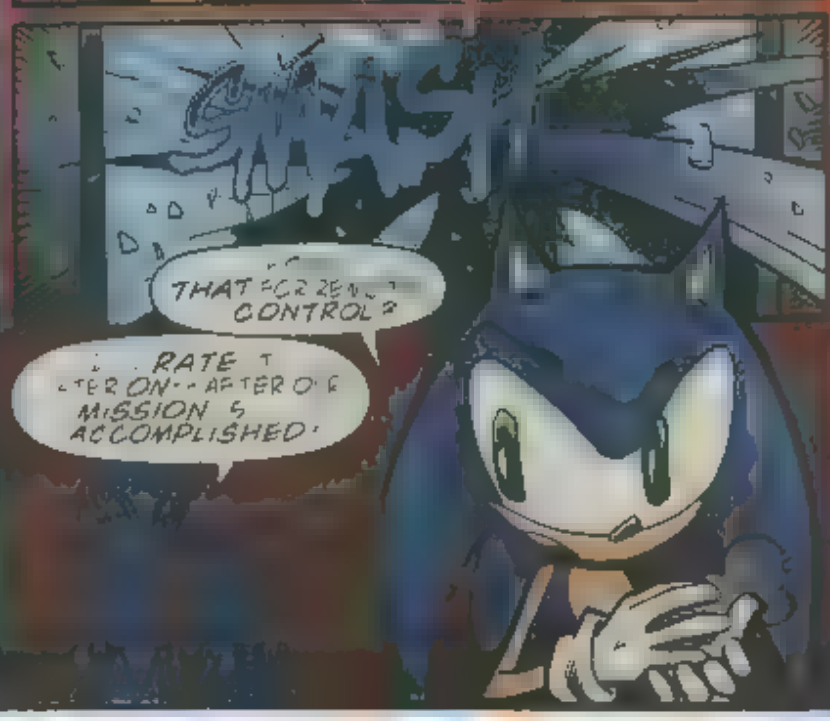
SURRENDER TO HOPE


AND PREPARE TO BE ROBOTICIZED IN THE NAME OF DOCTOR ROBOTNIK!

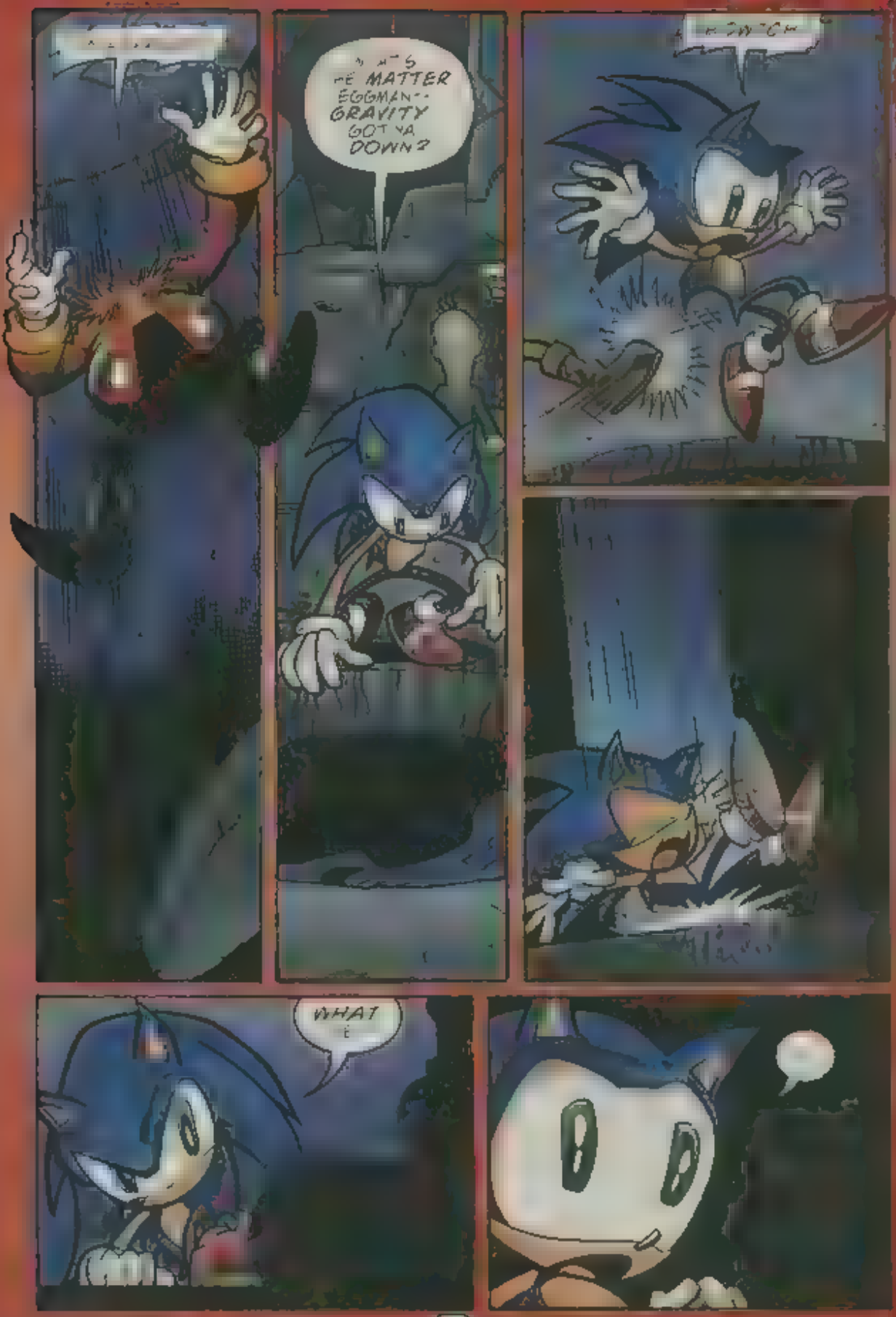
SHEESH! THAT'S THE LAMEST SUGGESTION I'VE HEARD ALL DAY
KLONK
KLONK
HOW ABOUT "DON'T WORRY BE HAPPY?"

STAY CLOSE TO ME
OK!

CURSE YOU HEDGEHOG!

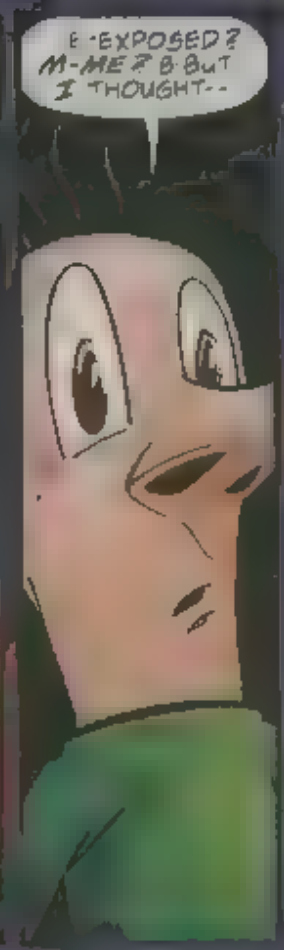

SMASH
THAT FOR ZENON'S CONTROL?
RATE THEY'LL LATER ON--AFTER OUR MISSION IS ACCOMPLISHED.

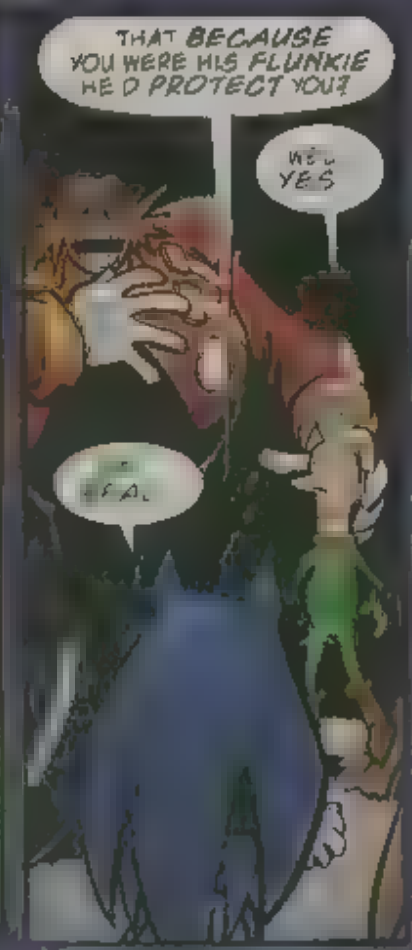
NERVE
UNCLE
NIECE?
HAPPENED
TIME
SMELL
TOUCH
ME
INVINCI


MATTER
EGGMAN--
GRAVITY
GOT YA
DOWN?
WHAT

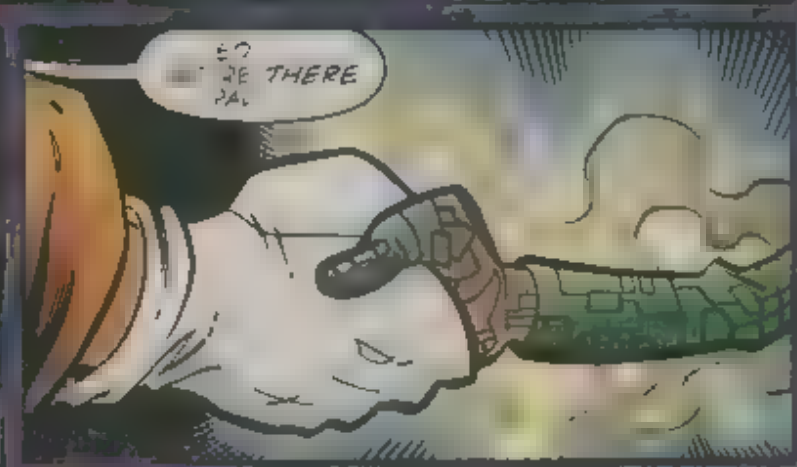
NATE
ROBOTICIZE!
ALONG
GRANDMOTHER
COLIN KIN-
TOBOR
ROBOTIK'S
BROTHER
AND AN
SCIENTIST
BUT WHY ARE THEY FROZEN LIKE STATUES?
DOESN'T
THIS
RESTORE THE
WILL
IT'S NOT WORKING
ZAM
SO MUCH
THAT HALL-
MARK
LOOKS LIKE YOUR
SWORD DOESN'T
AFFECT ROBOTICIZED
WAY
FURBALLS!
THIS IS
YOUR LAST CHANCE
FOLKS

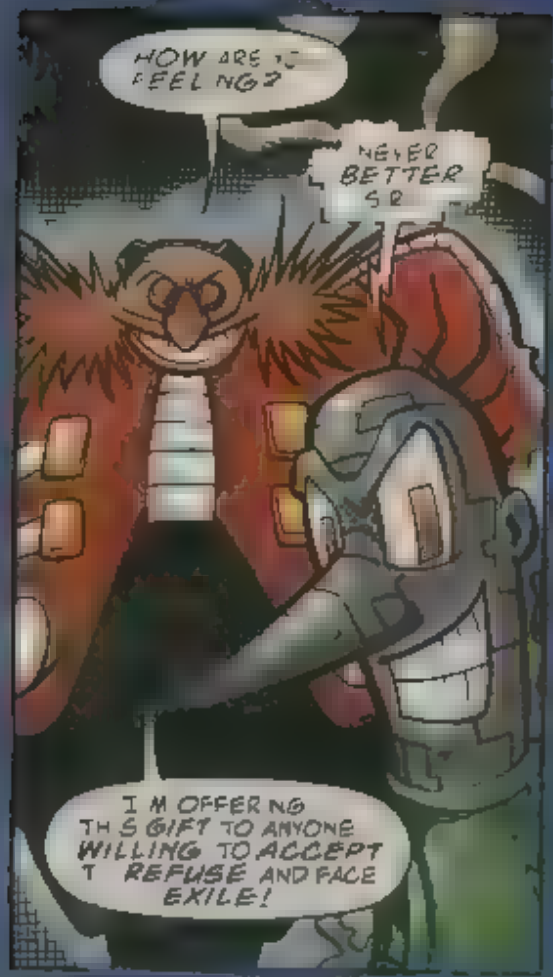
SNIVELY!
YES
YOU'VE BEEN EXPOSED TO THE TOXIC POISONS AS WELL-- WHAT ARE YOU GOING TO DO?
SNAP

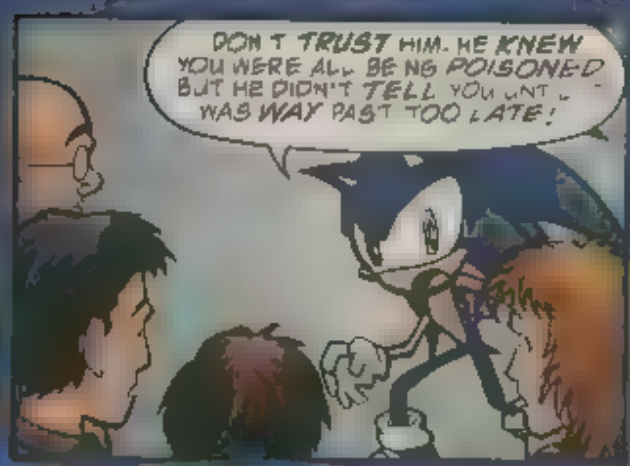

E-EXPOSED? M-ME? B-BUT I THOUGHT--


THAT BECAUSE YOU WERE HIS FLUNKIE HE'D PROTECT YOU?
WELL YES

DON'T LISTEN TO HIM CAN CURE YOU WITH A TOUCH! IMMUNITY, IMMORTALITY, INVULNERABILITY-- INSTANTLY!
BUT, I'LL BE UNABLE TO MOVE!
NOT SO NEPHEW THE SECRET TO MOBILITY IS IN WANTING TO BE ROBOTICIZED OF ONE'S OWN WILL


THERE


HOW ARE YOU FEELING?
NEVER BETTER SIR
I'M OFFERING THIS GIFT TO ANYONE WILLING TO ACCEPT IT. REFUSE AND FACE EXILE!


DON'T TRUST HIM. HE KNEW YOU WERE ALL BEING POISONED BUT HE DIDN'T TELL YOU UNTIL IT WAS WAY PAST TOO LATE!

NOW HE'S OFFERING YOU AN EASY OUT. BUT IF YOU STAY HERE YOU WON'T EVER BE IN CONTROL OF YOUR OWN LIVES.
RIGHT

YOUR CHOICE

SIR? THEY'RE ALL LEAVING!

LET THEM GO. WATCHING THEM SUFFER WILL BE MUCH MORE ENTERTAINING

SEGA DATA FILE: S

SNIVELY

FIRST APPEARANCE: SONIC THE HEDGEHOG #8, March 1994
FULL NAME: Colin "Snively" Kintobar Jr
RANK: Assistant to the despot Robotnik
BORN: 134 / 3206 EYES: Red
HAIR: Black (what little there is of it due to male pattern baldness)
HEIGHT: 68 marks WEIGHT: 7.9 stone
KNOWN FAMILY: Colin Kintobar (father robotic.zed, whereabouts unknown), Julian Kintobar (uncle - presumed dead, AKA Warlord Julian, Dr Ivo Robotnik), Hope (step-sister)
KNOWN FRIENDS: None you could honestly apply the word to
KNOWN ENEMIES: Too numerous to list due to the treacherous nature of the little twerp

HISTORY: Colin Kintobar, Jr came into the world in a most difficult way, losing his mother in the process as she died giving birth. Raised by a father with no parenting skills to speak of, young Colin would suffer a difficult childhood as well.

As he grew, young Colin developed an interest in electronics, albeit more as a user than a creator to compensate for his lack of social skills. For every friend he'd make, young Colin would soon discover some reason to resort to treachery in order to take advantage of the relationship, thus developing a reputation for being a bad apple in short order.

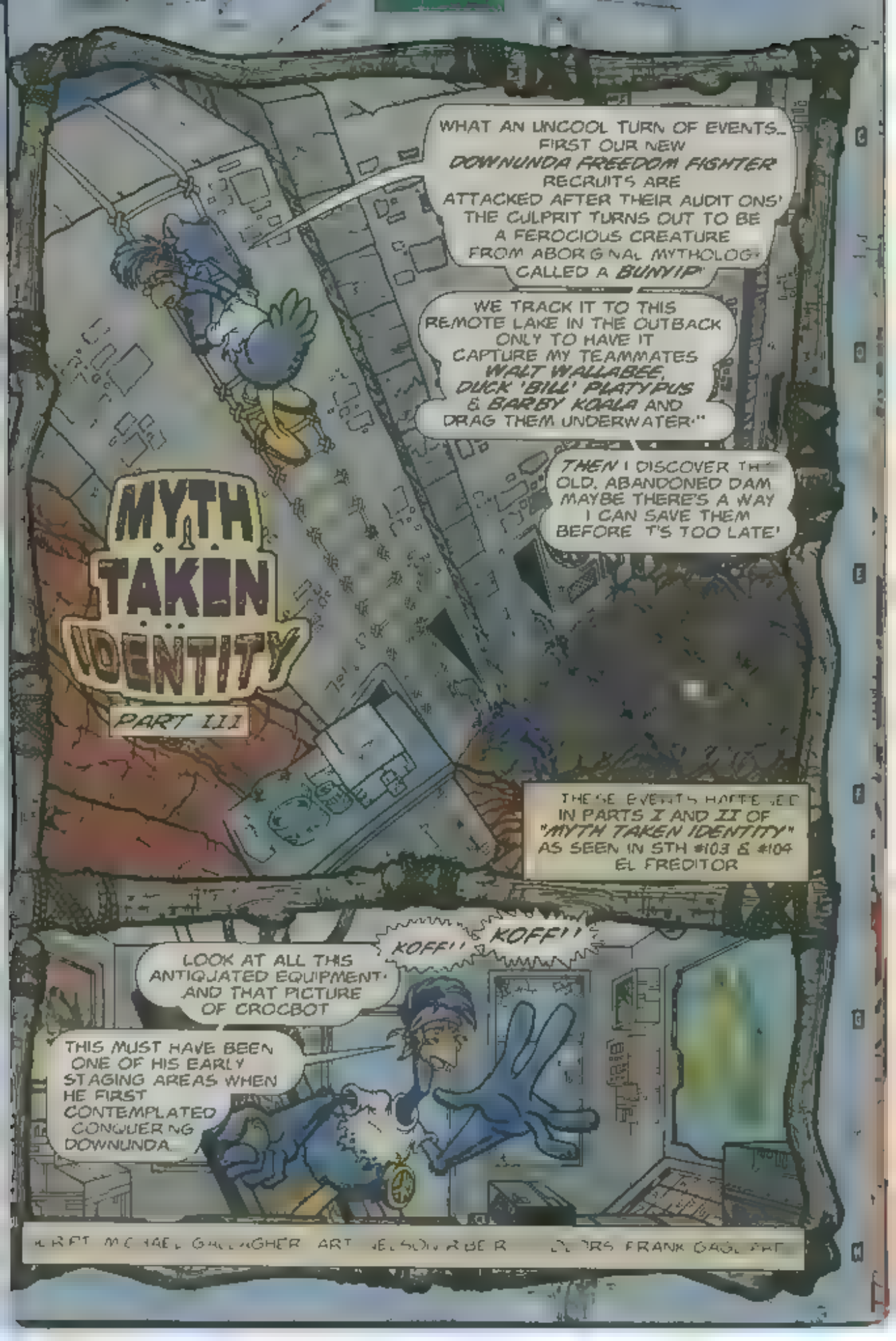
During his teen years, his antics crossed a line his father was not willing to tolerate. After receiving the boot from his father, young Colin – who by now wore the derisive nickname "Snively" that his father had given him like it was some badge of honor – went to work for his uncle, Julian Kintobar.

Having ensconced himself as Warlord of the Acorn Kingdom, Julian would scheme with Snively in a mad plan to seize control of the kingdom and eventually rule over the entire planet Mobius. Upon assisting his uncle in the endeavor, Snively soon found himself being treated no better than a second-class lackey, and began scheming to rid himself of his uncle as well.

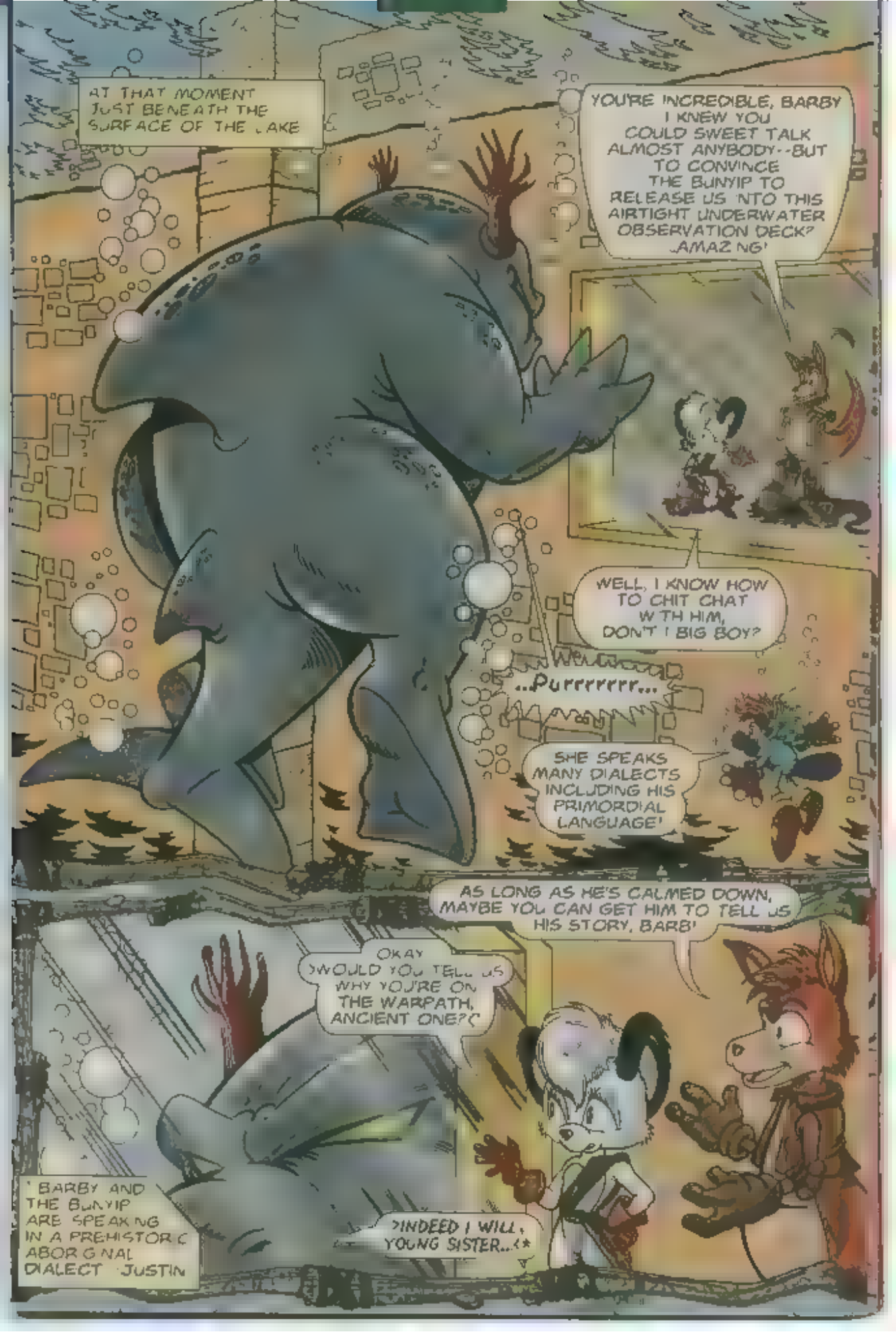
When opportunity presented itself in the form of the Ultimate Nullifier, Snively rigged the device to affect only his uncle, which literally zapped Julian – by now notoriously known the world over as the evil Dr. Ivo Robotnik – out of existence. His triumph was short-lived, as he was captured by the Freedom Fighters, and sentenced to an island prison known as the Devil's Gulag for his crimes.

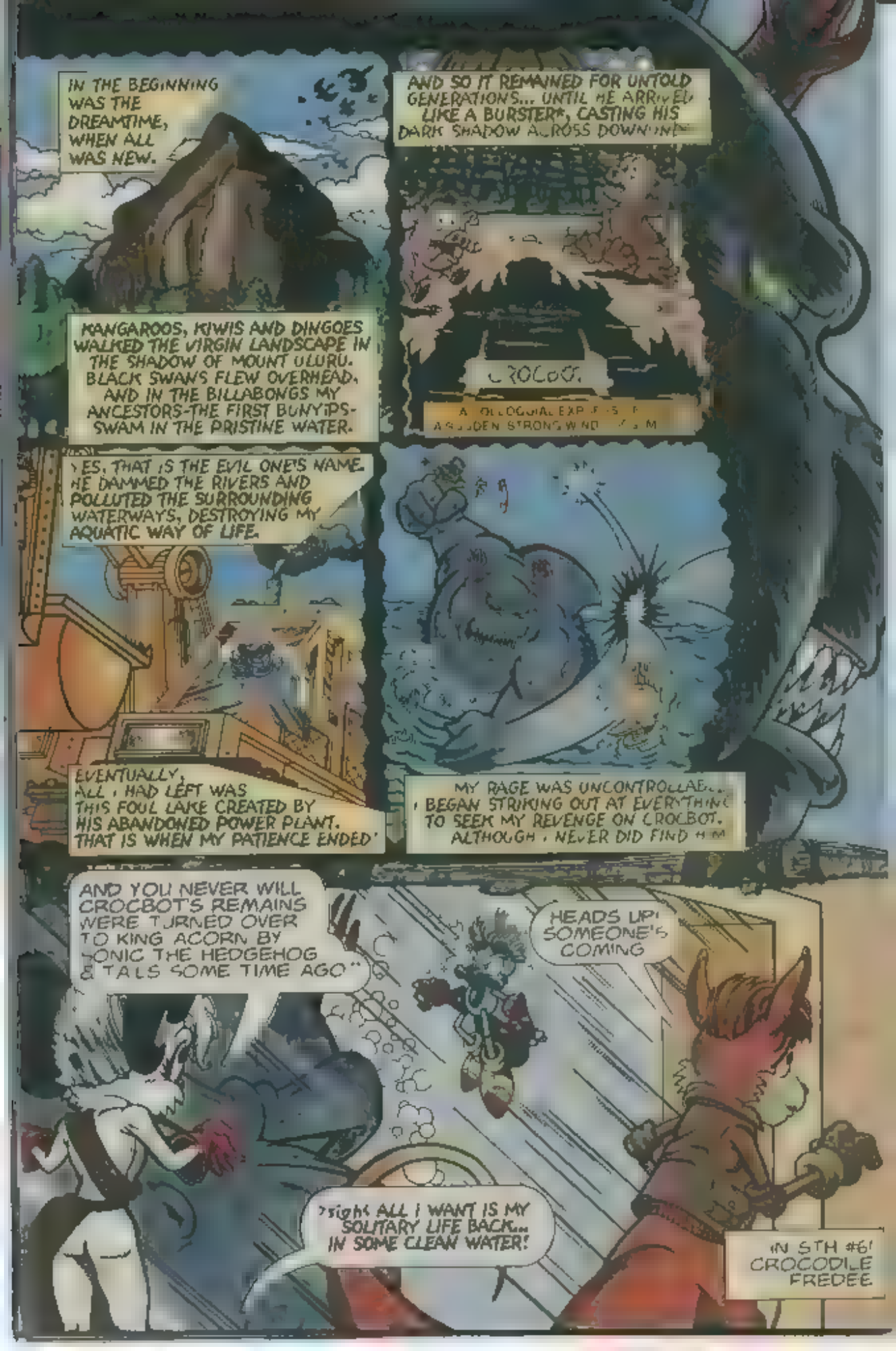
Snively gained his freedom some time later when an unknown benefactor provided the means of escape for him and several other prisoners. He later discovered his benefactor to be none other than Robo-Robotnik, who decided to recruit Snively for his own nefarious schemes. Snively temporarily escaped and joined forces with the Freedom Fighters, only to eventually be recaptured by Robo-Robotnik. When presented the opportunity to take his revenge against his father, Snively went along with Robo-Robotnik's plans, even though it resulted in his own robotic mutilation.

SONIC
FAN ART
Our Neighborhood.

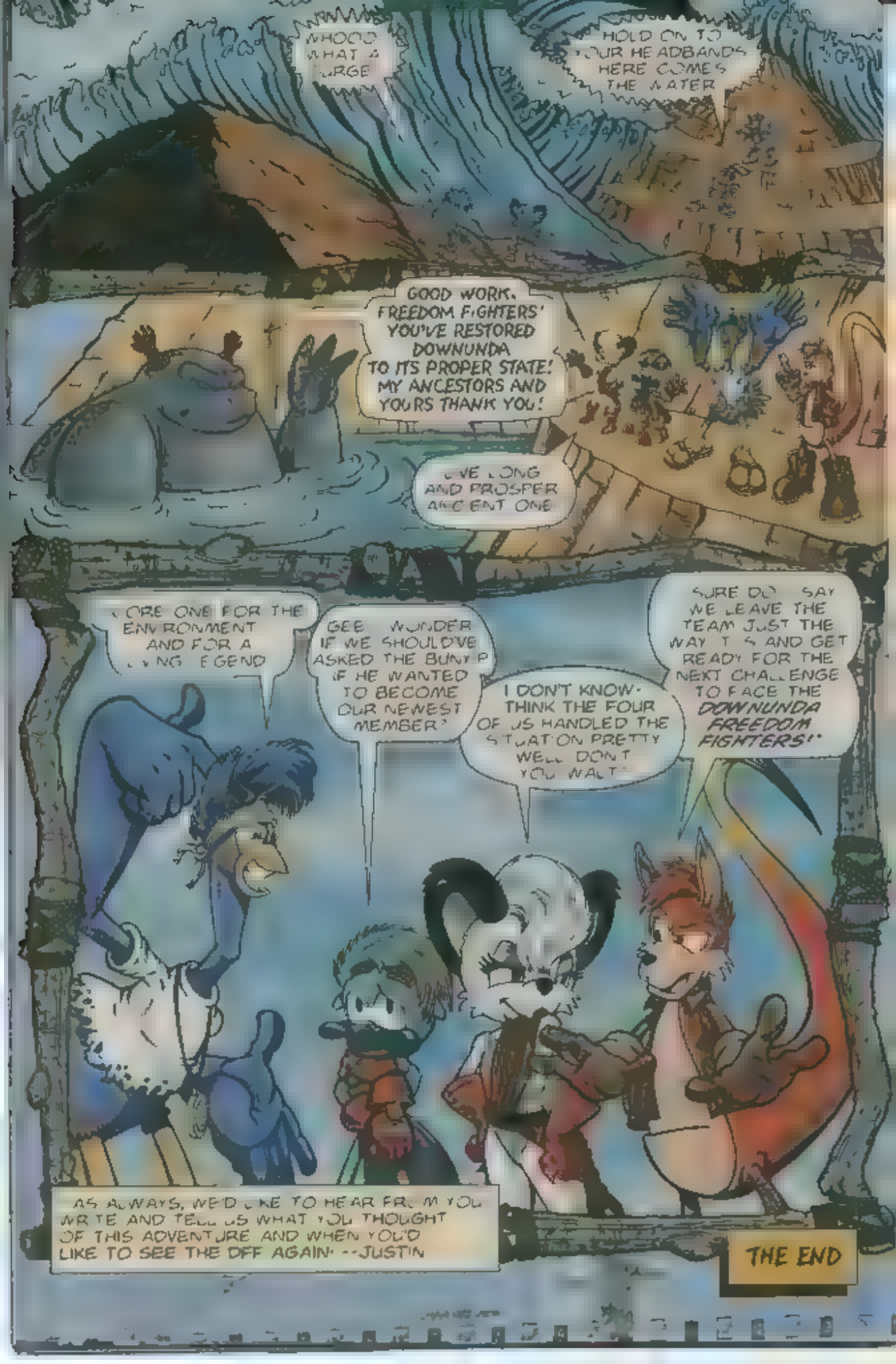

WHAT AN UNCOOL TURN OF EVENTS... FIRST OUR NEW DOWNUNDA FREEDOM FIGHTER RECRUITS ARE ATTACKED AFTER THEIR AUDITIONS! THE CULPRIT TURNS OUT TO BE A FEROCIOUS CREATURE FROM ABORIGINAL MYTHOLOGY CALLED A BUNYIP!
WE TRACK IT TO THIS REMOTE LAKE IN THE OUTBACK ONLY TO HAVE IT CAPTURE MY TEAMMATES WALT WALLABEE, DUCK 'BILL' PLATYPUS & BARBY KOALA AND DRAG THEM UNDERWATER!"
THEN I DISCOVER THE OLD, ABANDONED DAM. MAYBE THERE'S A WAY I CAN SAVE THEM BEFORE IT'S TOO LATE!
MYTH TAKEN IDENTITY
PART III
THESE EVENTS HAPPENED IN PARTS I AND II OF "MYTH TAKEN IDENTITY" AS SEEN IN STH #103 & #104 EL FREDITOR
KOFF!! KOFF!!
LOOK AT ALL THIS ANTIQUATED EQUIPMENT! AND THAT PICTURE OF CROCBOT
THIS MUST HAVE BEEN ONE OF HIS EARLY STAGING AREAS WHEN HE FIRST CONTEMPLATED CONQUERING DOWNUNDA.

SURE ENOUGH THIS DAM WAS BUILT TO CREATE HYDROELECTRIC POWER WHICH CROCBOT USED TO BUILD HIS EARLY WEAPONS OF MASS DESTRUCTION ROBOT ARMIES AND DETENTION CAMPS"
FAITHFUL OFF FOLLOWERS WILL REMEMBER ONE SUCH CAMP IN "OUTBACK GUT CHECK" IN STH #6. TFG
HOW TYPICAL! CROCBOT NEVER GAVE ANY THOUGHT TO THE ECOLOGICAL DAMAGE THIS STRUCTURE DID TO THE SURROUNDING LANDSCAPE NO WONDER THE NEARBY RIVERS ARE ALL DRY AND THE ARTIFICIAL LAKE ABOVE IS STAGNATING
HOLY HENDRIX! LOOK AT THIS
IF THEY MANAGED TO GET THERE THEY MIGHT STILL BE ALIVE


AT THAT MOMENT JUST BENEATH THE SURFACE OF THE LAKE
YOU'RE INCREDIBLE, BARBY I KNEW YOU COULD SWEET TALK ALMOST ANYBODY--BUT TO CONVINCE THE BUNYIP TO RELEASE US INTO THIS AIRTIGHT UNDERWATER OBSERVATION DECK? AMAZING!
WELL, I KNOW HOW TO CHIT CHAT WITH HIM, DON'T I BIG BOY?
..Purrrrrrr...
SHE SPEAKS MANY DIALECTS INCLUDING HIS PRIMORDIAL LANGUAGE!
AS LONG AS HE'S CALMED DOWN, MAYBE YOU CAN GET HIM TO TELL US HIS STORY, BARB!
OKAY WOULD YOU TELL US WHY YOU'RE ON THE WARPATH, ANCIENT ONE?
BARBY AND THE BUNYIP ARE SPEAKING IN A PREHISTORIC ABORIGINAL DIALECT JUSTIN
INDEED I WILL, YOUNG SISTER...


IN THE BEGINNING WAS THE DREAMTIME, WHEN ALL WAS NEW.
AND SO IT REMAINED FOR UNTOLD GENERATIONS... UNTIL HE ARRIVED LIKE A BURSTER*, CASTING HIS DARK SHADOW ACROSS DOWNUNDER.
KANGAROOS, KIWIS AND DINGOES WALKED THE VIRGIN LANDSCAPE IN THE SHADOW OF MOUNT ULURU. BLACK SWANS FLEW OVERHEAD, AND IN THE BILLABONGS MY ANCESTORS-THE FIRST BUNYIPS-SWAM IN THE PRISTINE WATER.
CROCOT.
YES, THAT IS THE EVIL ONE'S NAME. HE DAMMED THE RIVERS AND POLLUTED THE SURROUNDING WATERWAYS, DESTROYING MY AQUATIC WAY OF LIFE.
EVENTUALLY, ALL I HAD LEFT WAS THIS FOUL LAKE CREATED BY HIS ABANDONED POWER PLANT. THAT IS WHEN MY PATIENCE ENDED'
MY RAGE WAS UNCONTROLLABLE... I BEGAN STRIKING OUT AT EVERYTHING TO SEEK MY REVENGE ON CROCBOT. ALTHOUGH I NEVER DID FIND HIM
AND YOU NEVER WILL CROCBOT'S REMAINS WERE TURNED OVER TO KING ACORN BY SONIC THE HEDGEHOG & TALS SOME TIME AGO"
HEADS UP! SOMEONE'S COMING
SIGH! ALL I WANT IS MY SOLITARY LIFE BACK... IN SOME CLEAN WATER!
IN STH #6! CROCODILE FREDEE

CAN DO! CAN DO!
GURL YOU'RE ALL RIGHT!
WHAT ARE YOU SAYING, PARTNER?
I HEARD EVERYTHING YOU GUYS SAID FROM DOWN THE HALL DOWN THE HALL IN A ROOM FULL OF CROCBOT'S LEFTOVER EXPLOSIVES
EXPLOSIVES? THEN THAT MEANS WE CAN BLOW UP THIS OLD COMPLEX!
THAT'LL CALM DOWN THE BIG FELLA RIGHT
INDEED!
THEN LET'S DO IT
AND WITH LUCK, RESTORE THE NATURAL FLOW OF THE AREA'S WATERWAYS!
SOME TIME LATER, A SHORT DISTANCE FROM THE DAM...
HAR SHE BLOWS!
AND WITH IT THE LAST VESTIGE OF CROCBOT'S UGLY LEGACY
AMEN TO THAT


WHOOO WHAT A SURGE
HOLD ON TO YOUR HEADBANDS HERE COMES THE WATER
GOOD WORK, FREEDOM FIGHTERS! YOU'VE RESTORED DOWNUNDA TO ITS PROPER STATE! MY ANCESTORS AND YOURS THANK YOU!
LIVE LONG AND PROSPER ANCIENT ONE
MORE ONE FOR THE ENVIRONMENT AND FOR A LIVING LEGEND
GEE WONDER IF WE SHOULD'VE ASKED THE BUNYIP IF HE WANTED TO BECOME OUR NEWEST MEMBER?
I DON'T KNOW. THINK THE FOUR OF US HANDLED THE SITUATION PRETTY WELL DON'T YOU WALT?
SURE DO SAY WE LEAVE THE TEAM JUST THE WAY IT IS AND GET READY FOR THE NEXT CHALLENGE TO FACE THE DOWNUNDA FREEDOM FIGHTERS!"
AS ALWAYS, WE'D LIKE TO HEAR FROM YOU WRITE AND TELL US WHAT YOU THOUGHT OF THIS ADVENTURE AND WHEN YOU'D LIKE TO SEE THE DFF AGAIN. --JUSTIN
THE END

SEGA DATA FILE: 6

DIMITRI

HISTORY: Dimitri and his twin-brother Edmund were born to Byron of the House of Jordann and his wife Cara-Lyn. By the time Dimitri and Edmund were in their teens, they were at the top of their class when it came to physics, chemistry and biology.

As they grew into adulthood, Dimitri became obsessed with the idea of restoring the Floating Island back to its original location on the surface of the planet Mobius. He recruited his brother Edmund to assist, and thus laid the groundwork for an innovative yet daring plan.

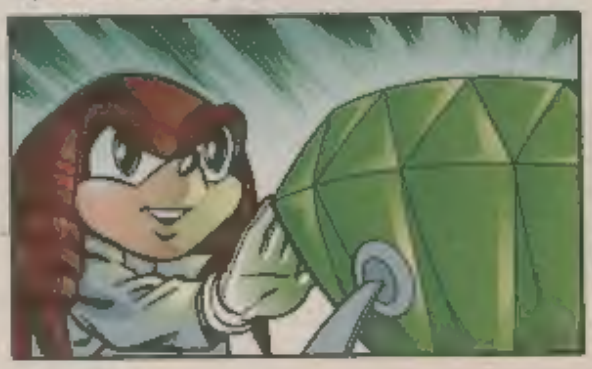
Upon submitting the plan to High Council for review, Dimitri was outraged when it was rejected outright without so much as a vote. He then stormed out of the council chambers, vowing to take matters into his own hand. His brother Edmund later discovered Dimitri utilizing the Chaos Syphon in an attempt to carry out their original goal, only to see the plan backfire when the device overloaded, completely charging Dimitri full of Chaos energy.

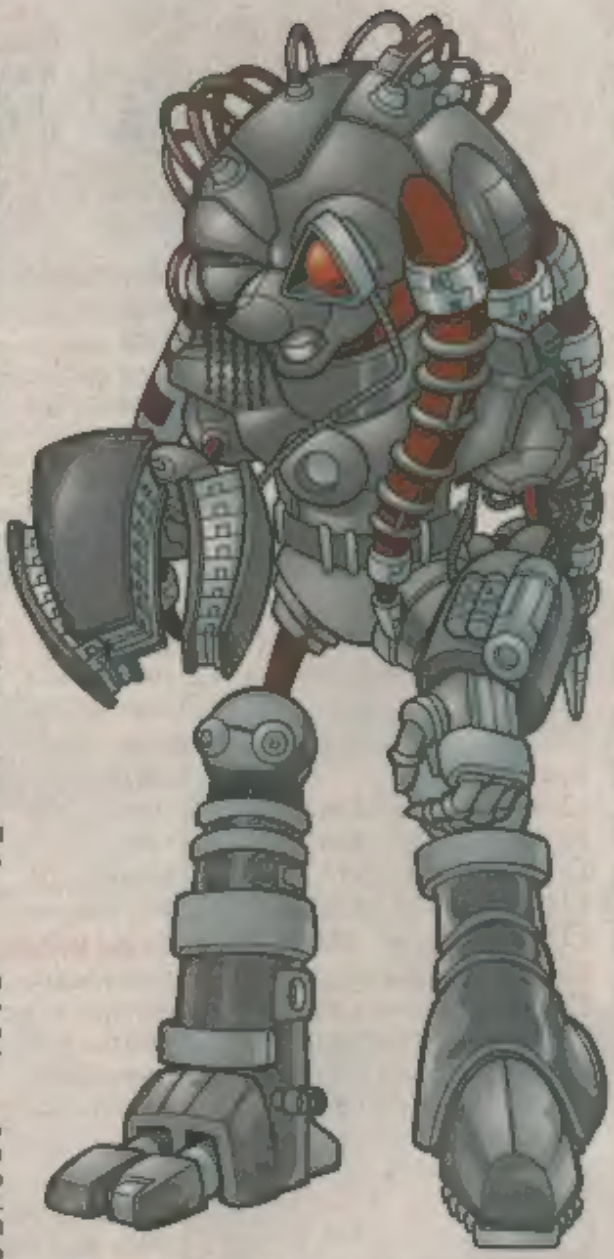
Driven mad by the excess power now coursing through his body, he was overcome by the efforts of Edmund and a courageous battalion of fire-ants, ending up in a crypt of his own creation for well over three hundred years. During that time, he was able to recharge his energy which restored him to full strength, thus providing the capability of escaping his dark prison.

Upon his re-emergence into the world, he donned the warrior uniform of ancient Echidna generals and called himself Enerjak, seeking vengeance on those who wronged him, even if they happened to be the current-day descendents of a people he hadn't dealt with in centuries.

Once again he lost, only this time to Knuckles the Echidna, a descendent of his brother Edmund. He would do battle once again with Knuckles, only to have his Chaos power drained by Mammoth Mogul. The loss of energy resulted in a massive physical deterioration, requiring an extreme surgical procedure involving the use of extensive cybernetic implants.

Since then, Dimitri has discovered that Knuckles naturally possess the ability to wield the Chaos energy far beyond his own capacity, and has sought to exploit that knowledge towards his own ends.

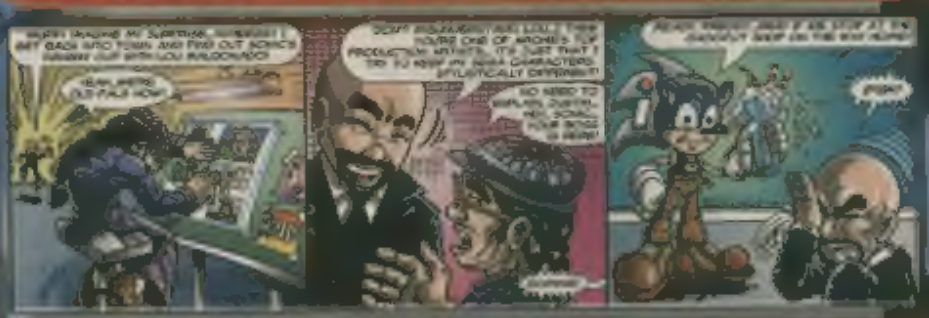




FIRST APPEARANCE: SONIC THE HEDGEHOG #36, June 1996.
FULL NAME: Dimitri, son of Byron
RANK: Patriarch of his family line, Supreme Commander of the Dark Legion
BORN: 271 / 2858 EYES: Green
HAIR: Crimson
HEIGHT: 93 marks WEIGHT: 8.2 stone
KNOWN FAMILY: Byron (father - deceased), Cara-Lyn (mother - deceased), Edmund (brother - deceased), Menniker (son - deceased), Mortori Rex (grandson - whereabouts unknown), Luger (great-grandson - whereabouts unknown, presumed deceased), Kragok (great-great-grandson - deceased), Uen-Da (great-great-granddaughter - AKA Kommissar, currently Dimitri's second-in-command), Julie-Su (great-great-granddaughter)
KNOWN ENEMIES: Knuckles the Echidna (16th generational descendent of his brother Edmund), the High Council of Echidnaopolis (political)

SONIC-GRAMS

Off Panel



THIS JUST IN!

With Justin Gabrie

Justin here to introduce a Sonic writer who needs no intro... Karl Bollers: What can I say?

Waaaay back in 1996, when Sonic editor Justin Gabrie asked me to write my first Sonic story I was beyond excited. Here was my chance to try my hand at writing a character that had initially existed in a video game! That first adventure was titled "Reality Bytes," and presented in SONIC THE HEDGEHOG #51. I (as well as the rest of the creative team) wasn't credited that issue due to a printing error, and it's just as well.

When I look back at that story, I can tell it wasn't my finest effort. Though I'd been writing comics since 1991, I hadn't done it consistently enough to be anywhere near the level of a seasoned professional. However, Archie Comics and SEGA must've thought it was pretty good and let me try my hand at issue #53...then issue #54, then issue #57. Finally, Justin offered me the job of chronicling ol' Rest-Rest's adventures on a monthly basis, starting with #62. Who'd ever think I'd be writing the series for the next four years?!

Taking a tip from television, I decided to approach #62 to #74 as Season One and #75 to #87 as Season Two (if I got that far). Let's see, what happened? Sonic and Tails returned from the classic Mobius world tour with Nate Morgan, Princess Sally's long-lost brother and mother were found, a brand new Robotnik debuted, Mina the mongoose arrived on the scene, the SONIC ADVENTURE game adaptation and its sequel SONIC ADVENTURE 2 graced the Dreamcast System, and way more happened than I can possibly recap here.

On each occasion, I was aided and abetted by several talented artists: cover penciller Patrick Spaziante, Sam Maxwell, Art Mawhinney, Nelson Ortega, Steven Butler, James Fry, Ron Lim, and Nelson Ribeiro come to mind. Thanks, guys!

When I learned that SONIC was going to go past its hundredth issue, I decided that #88 to #100 would be our Season Three. In this story arc, Sonic's heroic sacrifice caused injury to befall King Max, Queen Alicia awakened from the comatose state she'd been in since being introduced in issue #69, Prince Elias was appointed acting head of state with Geoffrey St. John really pulling the strings, Sally came to wield the mystical Sword of Acorns, Sonic lost his knight's status, Nate Morgan sacrificed his freedom for that of his friends, and the Robians regained their free will. Whew! Well, it's all done.

So what's next? Well, next issue kicks off a two-part story titled, "Crouching Hedgehog, Hidden Dragon," which is significant for two reasons. Firstly because it sends Sonic and the Knothole gang on a quest to Station Square once more, where they'll encounter an old friend as well as a new threat. And secondly, it marks the beginning of my final two issue storylines. Like I said, what can I say?

And after that? Well, that would be telling, and I'm not ready to do that yet. As with my story arcs, I want to keep you fine readers coming back...

...so let's make a deal, okay? If you visit this editorial page next month, I'll reveal some of those upcoming plans which will, of course, be hedgehog-related.

See you soon,

P.S. Karl Bollers and Ken Penders are next with your letters and the coming attractions. So take it away, Ken...

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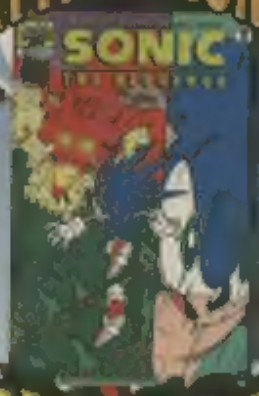
Note: Due to the overwhelming amount of e-mail and snail mail, it is impossible for us to reply personally to each and every message. However, your opinions are important to us and each message will be read. Also, due to space limitations, some correspondence may be edited.

Thanks for understanding!

COMING ATTRACTIONS



No. 106

Next issue:

Sonic and the Freedom Fighters travel back to Station Square on a diplomatic mission for the Overlanders. What they listen to our favorite Mobians even as they are being attacked by another Mobian? Karl and Rose wouldn't tell me anymore than that, but they promised the readers wouldn't be disappointed. As for Knuckles, a mysterious echidna shows up in Echidnaopolis, and you won't believe what her mission is and how she's related to Knuckles. It all begins in "Reunification Part I", with story and art by Ken and Drew. See you in 106!

AND NOW, IT'S TIME CHECK THIS MONTH'S MAIL. USUALLY, I WOULD BE STARTING OFF WITH COMMENTS ON SONIC #102, BUT EVERY NOW AND THEN I LIKE TO ACKNOWLEDGE NON-FORUMS-RELATED FANS AS THEY HAVE A NUMBER IN GETTING OUR COMICS.

Dear Ken,

Firstly, I would like to congratulate Sonic Comic Team as you make Sonic through the ultimate #100 issue! I am now 19-year-old. I was introduced Sonic 1, the Sega Genesis game 10 years ago. I continue to support Sonic games till now. After the appearance of Knuckles, I knew Knuckles comic (#1) at a book store. That was my very first Sonic-related comic. If I have not mistaken, my next issue of Sonic was #33.

Yesterday (October 20, 2001?), I had just get my copy of Sonic #100 from book store. Actually in Malaysia, Sonic comics are considered difficult for me to buy them elsewhere except at specified book stores. Thus sometimes, I will accidentally miss some past issues of it. Of course, I would feel regret. At the moment, I didn't know how and where to get back the past issues. This sure gives me the bad feeling. However, I knew and I promised to myself that I would never miss the #100 of Sonic!

Lastly, thank you for reading my e-mail. Keep up your effort whereas I continue to support Sonic!

WENG KONG, SONIC'S MALAYSIAN FAN

I am always impressed by the lengths fans such as you will go for our books. Being Lumbering our books are sold in a limited number of countries for a variety of reasons, it's always great to hear someone is enjoying our work when we have no choice. As for back issues, while Archie Sonic still a number of these available elsewhere in the world, they're available only in residents of the United States and Canada. Perhaps you can try to find a source by the internet.

Dear Sonic-Grams,

I have recently finished reading issue#102. It was so sad! Poor Elias! I've really been feeling bad for Sally, too. I hope things get better for her. Well anyways... I have a few questions to ask. I'd be so grateful if you answered them.

1) Will Elias return? (Please say YES!)
2) Will Monkey Khan make a reappearance?
3) What will become of Sally? Will she ever stop? Become Queen? Or something else?
Can you give me a hint?
4) Sorry if it's kind of late to ask this, but why was Bunnie so cold to Mina in #94?
5) How old is Sally? Actually, I'm curious about almost all the characters ages.

Keep up the great work! I hope that you like the picture I sent.

Sally's #1 fan,
ELIZABETH GASPEREICZ, AGE 13

There wasn't a dry eye in the house here after seeing Ken's pages, so we understand your feelings, Elizabeth. As for your questions: 1) Someday. 2) There's always that chance. 3) We've a lot more stories to tell, and anything's possible. 4) Bunnie is Sally's friend, and knowing of Sally's affections for Sonic, was making a clear to her that Sonic was off-limits. 5) Sally was born on the 18th day of the year 1339, and her memory takes place in 2000, so depending what day of the calendar it is, that's her age. (Incidentally, there are 133 days in a Mobian year, with 14 days extra every 5th "leap" year.)

Sonic Grams,

I just finished reading Sonic #102. The Sonic lead story shakeup continues and I like that. It means action and more story that doesn't just sit there like a lot of the past 50 issues did. The only problems were the fact that the story was a part 3 to Sonic #97 (the last issue I truly did not like) meaning that the story moved too fast for the plot making it kind of jumpy. Ron Lim needs some breaks occasionally. He can do great work, but his art in Sonic #102 was...well...not quite there. It looked rushed. It might be tough to get more pencillers right now, but I remember that between issues #25 and #50 there were a lot of pencilers (like Art Thauhinney, Brian Thomas, Sam Maxwell, Dave Manak, Ken Penders, Patrick Spaziante, and Manny Galan to name a few) that provided a lot of pencilling chores. While it was a little inconsistent between issues, it probably allowed a break for some of the artists. Ron's a good artist, but he seems tired and it's time for a pitching change so he can rest before his spot in the rotation comes up again.

The Knuckles story was cool. We finally get to see one of the things that I wanted to see: whether or not the Chaos Syphon would have worked. Dimitri might not want that piece of information to get out. Drew Hess's art is good, but the coloring is a little flat for it. IMO. Interesting to see that Edmund's death kept Robotnik from taking over the whole planet many years afterward. It seems that Lara-Su is about to appear and since you might not have chosen colors for her yet, I suggest the colors Knuckles had in the Chaotix game. Pink with a yellow mag.

I like the direction that's been set out since #98.

ANDREW "DR. BIG ROBOTNIK" SAWYER

P.S. Sonic and Justin Gabria. The #100 mark was actually 3/4 of the way through issue #95. I have issue #1/4 in my Sonic collection to prove it.

And 2000 wasn't really the start of the new millennium, yet that didn't stop people from celebrating it either. Look at it this way: these last issues were our first milestones, and surpassing series, and therein lies the difference. As for Ron, we think he's doing a bang-up job. When it comes to a licensed title such as Sonic, virtually everybody has an opinion of how it really should be done, and with such a wide range of opinions coming our way, there's just no way we can keep everybody happy no matter how hard we try.

To the Sonic crew:

First off, I'd like to say that your comic is... Well, what can I say? Words can't really express what is Sonic. To put it simply, it's wonderful. That's the big picture, but believe you me, I could say a whole lot more without actually going anywhere.

I've been Hooked on Sonic (no pun intended) ever since I read issue #19 when I was 8 way back in 94 or 95. Wow, has it really been six years? They go by quickly don't they? I can still remember the issue. Sonic at the ping-pong table, playing against himself; the villain was Gorilla Warfare; a King Kong type monster with a clock in his chest cavity; Tails in a plane with... was it a banana gun?..... But I'm getting off the point.

I've realized that throughout my entire Sonic life, I've not once ever written (or typed) to you to tell you what a great job you've done. For that I'm sorry. YOU GUYS ARE THE BEST! You're comic has been a part of my life for too long, and I'm not giving it up for anything. I've been through the good times, and the bad. I've been with Sonic and grew through all their transformations and changes in their lives, and I'm still loving it.

To me, Sonic is much more than just a comic series. It's much too personal to be just that. And don't think I'm some psychotic fanatic. I'm not. I'm just really thankful to have stumble upon it when I did. I can only remember the good things, and that doesn't happen too often in real life.

I'd just like to point out some minor things that are off the top of my head:

1.) I really wish you'd highlight your specials more. I remember when Sonic-Grams used to get me pumped for all the new specials and what not, but now I'm looking at the back cover and seeing so many specials I had no idea had come out. I'm at a loss!

2.) I know that you had to cancel Knux's comic, but having him and Sonic share the issue is a hassle for me, because the adventures aren't as long and I get done reading the issue about ten minutes after receiving it.

3.) Keep up the good work with the Off-Panel. It's great.

4.) The Japanese style truly rocks. I loved it when I first really started to notice the change.

5.) If there's only one thing to say, it's that Spaz is the master of covers. Power to ya!

Finally, I'm just happy to have spent my childhood with Sonic. He's helped me see some great things, and I think I'm a better person for it. I hope to see the good times continue to roll. Thanks for all the memories! (I hope this all didn't sound TOO nostalgic...)

Your loyal fan,
TOM "SUPER-KEN" NOWAK, WA

P.S. Feel free to omit anything you need because of space. I know my e-mails can be a bit verbose. Dang it, this whole e-mail DID sound too nostalgic.

Hey, my dear memory lane just about did me in as well after I realized I just completed my eighth year of working on the series and watching a lot of our fans grow up during that time. I was reading my scripts to my son as bedtime stories when the book was just a year old and now he's in high school. Boy, does time fly by. Now that we've stated nostalgic, here's to looking towards the future, and maybe new models and mini-series if conditions warrant.

Oops! *I ran out of space once again, so check back with us next time for more comments, compliments and criticisms. Take care.*

Cover illustration by Patrick Spaziante and Haines Ritchie
with colors and separations by Jack O. Ray. Edit page layout & design by Jasper.

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